Kovaud
KH
5E
Homebrew

SUBCLASS COMPENDIUM VOL1

Barbarian:

Path of Draconic Fury

Prerequisite: Breath Weapon feature

The fury that burns within these barbarians is great, this rage is that of the fury that burns within the dragons themselves. Those who do not learn to channel this power are consumed by it.

Path of Draconic Fury

Barbarian Level	Feature
3rd	Raging Dragon
6th	Ancients Breath
10th	Brutal Exhalation
14th	The Wyrm Awakened

Raging Dragon

When choosing this subclass at 3rd level, you begin to understand how to harness the draconic fury with you to fuel your rage. When you rage the draconic fury within you radiates outwards in a radius of 15 feet, centered on you. All creatures other than you that enter your aura on their turn or begin their turn within this aura take damage equal to your rage damage. The damage dealt is determined by your draconic ancestry.

When you reach 6th level, you can choose a number of creatures equal to your Strength modifier to be unaffected by your aura as you gain more control of the fury within.

Ancients Breath

Finally when you reach 6th level, your breath weapon is able to be used more than once per long or short rest.

Each turn after you use your breath weapon, you can roll a d6 at the start of your turn to try to regain use of it. On a 5 or a 6, you can use your breath weapon again.

Brutal Exhalation

When you reach 10th level, your breath weapon works in conjunction with your Brutal Critical class feature. When a target rolls a critical fail against your breath weapon they take an additional die of damage as per Brutal Critical, and scales with it.

Also your breath weapon ignores resistance but not immunity

The Wyrm Awakened

Finally when you reach 14th level, the fury of an ancient dragon that dwells within you awakens. While raging you gain immunity the damage type associated with your draconic ancestry.

Additionally, as an action you can invoke the visage of an ancient dragon once per short or long rest. When doing so you can pick a number of creatures equal to your Strength modifier that are within 60 feet of you and are aware of you to make a Wisdom saving throw against your breath weapon DC becoming frightened for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours

Art by Leynok

Barbarian:

Path of the Symbiote

Along your travels you have picked up an alien parasite that came to you due to the mass amounts of adrenaline you produce in your rage. In return for siphoning some of this for themselves they grant you enhanced abilities and power.

Barbarian Level	Feature
3rd	Symbiotic Rage
6th	Otherworldly Biology
10th	Alien Senses
14th	Perfect Symbiosis

Symbiotic Rage

Starting at 3rd level, while raging your symbiote can envelop you. Increasing your size and granting you special abilities. You gain the following benefits while raging:

- You do not require air to breathe and are therefore immune to effects that affect those that need to breathe.
- Your unarmed attacks deal 2d4 + your Strength modifier magical bludgeoning damage.
- You gain a climbing speed equal to your movement speed.
- Your size increases by 1 category.
- You gain temporary hit points equal to 5 + your level.
- You have vulnerability to thunder damage.

Otherworldly Biology

At 6th level, your symbiote shapes and warps your physiology to be more in tune with its. You gain immunity to poison damage and the poisoned condition, in addition you can cast *Thorn Whip* at will. Strength is your spellcasting ability for this cantrip.

Alien Senses

At 10th level, your symbiote allows you the ability to sense and avoid danger beforehand. You can nimbly dodge out of the way of certain area effects, such as an ancient white dragon's icy breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Perfect Symbiosis

At 14th level, your symbiote has learned how to efficiently utilize the adrenaline you produce while you rage. This also allows your symbiote to pull you back from the brink of death with less complications. The DC for your *Relentless Rage* feature increases by 3 instead of 5 each time you use that feature after the first time.

DRUID:

CIRCLE OF GRAVITY

The Circle of Gravity is made up of those druids who wish to gain a better understanding of the fundamental forces that drive the universe and they hope to become one with these forces. Since after all gravity is a force of nature and one of the more prevalent forces.

GRAVITY HAND

When choosing this circle at 2nd level you gain a modified version of the *mage hand* cantrip. This counts as a druid cantrip for you but does not count against the number of cantrips you know. The *mage hand* cantrip does what it usually does but also gains the following effects:

- Your hands weight capacity is determined by 10 times your wisdom modifier in pounds.
- You can take an action and make a melee spell attack with it which does 1d6 force damage upon a hit. The damage increases when you reach higher levels: 2d6 at 5th level, 3d6 at 11th level and 4d6 at 17th level.
- You can take an action to make a grapple check with the gravity hand against your spell save DC. On a success the hand will grapple the target, in subsequent rounds you may spend your bonus action to cause the hand to continue the grapple and your action to either attack the grappled target or drag the target 15 feet.

FORCE FALL

When you reach 6th level you have expanded your mastery of the forces of gravity and are now permanently considered under the effects of the *feather fall* spell. You can activate this feature as a bonus action, and deactivate it as a free action.

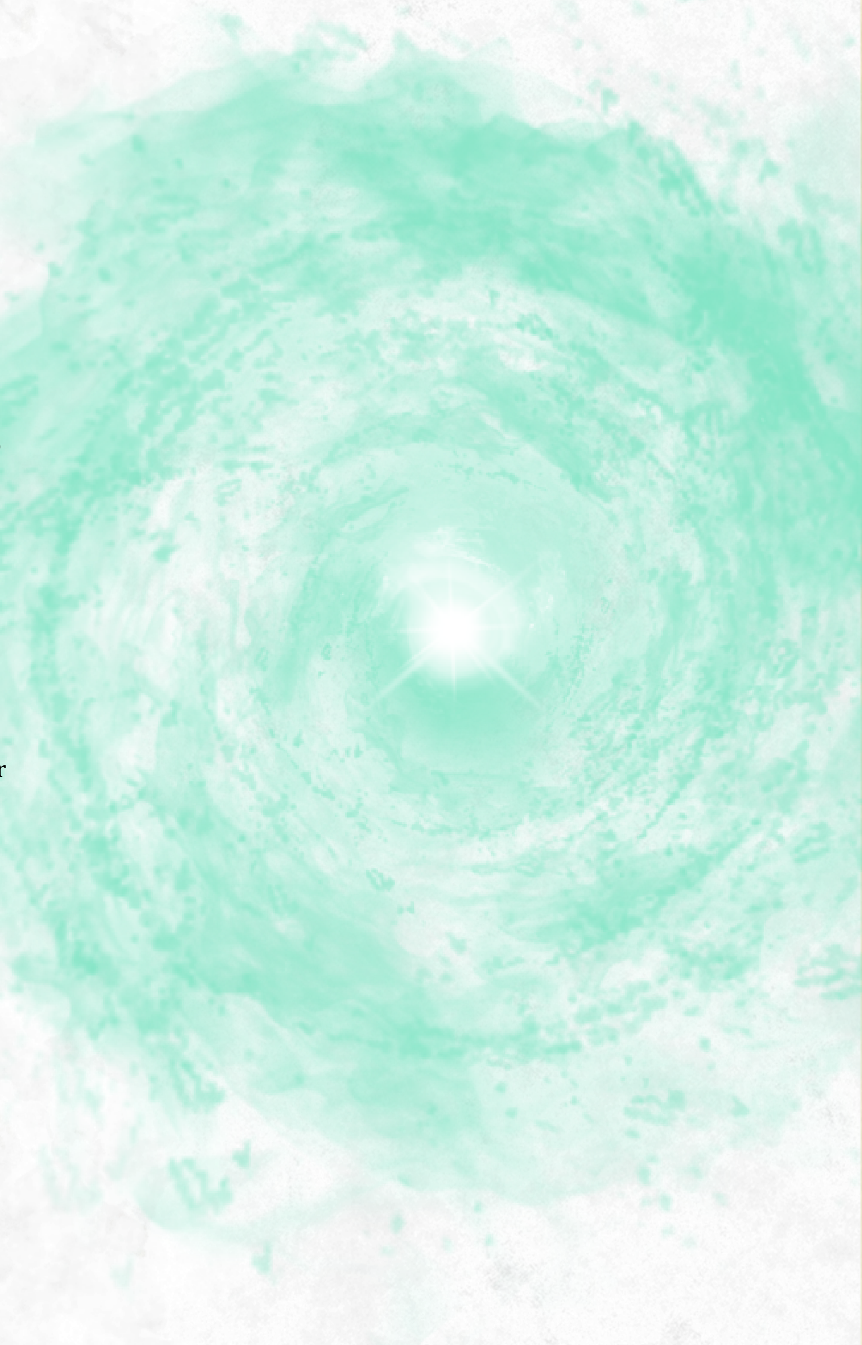
In addition to this you can choose a number of targets equal to your wisdom modifier within 60 feet of you that you can see and cause their fall speed to be doubled and due to this they take double damage from any falls they take.

CRUSHING GRAVITY

Upon arriving at 10th level you are now able to cause gravity to intensify and crush down in a radius of 30 feet. All creatures in this radius have their movement halved, and must succeed on a Strength saving throw. On a failed save they are knocked prone as gravity pulls them down towards the earth, on a successful save they are unaffected.

GRAVITATIONAL ATTUNEMENT

At 14th level after you have become fully in tune with the world's gravitational forces. You can cast the reverse gravity spell once per long rest without expending a spell slot.



Fighter:

Neon Samurai

A neon samurai is a warrior of the modern age that attempts to emulate the warriors of the past. They seek to mix the technique of old with the technology of today. They do so by modifying the tools the samurai of old used.

Neon Samurai Features

Fighter Level	Feature
3rd	Techblade
7th	Knowledge of Honor
10th	Street Warrior
15th	Improved Techblade
18th	Cybernetic Samurai

Techblade

When choosing this archetype at 3rd level, you gain a technologically modified katana. Choose one of the following modifications for the katana to have:

- **Voltage**: You can deal an additional amount of lightning damage equal to your proficiency bonus on the first attack made with this weapon on your turn.
- **Radiant Flash**: When you make a successful attack you can have the target make a Constitution saving throw DC 8 + your Intelligence modifier + your proficiency bonus. On a failed save the target is blinded until the end of your next turn. You can do this a number of times equal to your Intelligence modifier per long rest.
- **Far Strike** As a bonus action, you can activate a trigger that extends the blade of the katana. For the next minute your weapon has the *reach* property. Once you do this, a number of times equal to your Intelligence modifier (minimum of 1) per long rest and regain 1 use on a short rest.

Your katana's modifications do not function if another creature is wielding it. If you lose your katana, you can spend 24 hours creating a new one. Your old katana loses its modifications when you do so.

Knowledge of Honor

When you reach 7th level, your study of samurai techniques and etiquette grant you a special insight into certain things.. You gain proficiency in the History and Insight skills. Additionally, choose one of those two skills. You double your proficiency bonus in the chosen skill.

Street Warrior

At 10th level, you are accustomed to fighting on the ground level and dealing with the hazards of an urban environment. You ignore nonmagical difficult terrain within urban areas. Also attacks made against you while you are in a crowd have disadvantage against you.

Improved Techblade

At 15th level, your techblade is improved further. Choose an additional modification:

- **Overload**: Once per long rest you can cause your sword to overload. On a successful attack you can activate this feature and deal an additional 5d6 lightning damage. You cannot use any feature granted by any other modification for the next minute after using this ability.
- **Fading Slash**: When you make a successful attack against a creature, you can as a reaction cause an afterimage of your attack to linger in the space you made the attack. Any creature that starts or enters this space on their turn takes magical slashing damage equal to your level. This afterimage lasts until the end of your next turn. You can only have one instance of this attack present at one time. You can only use this feature three times per long rest.

Cybernetic Samurai

Finally at 17th level, you have finally created a perfect cohesion between the ancient techniques and the technology of the new. You gain an additional modification from the *Techblade* feature. Additionally, your katana is considered a +1 weapon while you wield it.

Weapons

Name	Cost	Damage	Weight	Properties
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)

FIGHTER:

THE EMBER KNIGHT

Those who walk the path of the Ember Knight have embraced the fiery passion of battle, channeling it into their very being. Some use it as a light to lead others, while some use it as force of destructive power to rend their foes. One thing they all have in common is the passion they have for battle.

QUIRKS

d6	Quirk
1	You feel most at home near an open blaze.
2	You admire fire, even if it burns your friends.
3	You like to carry tinder for the purpose of igniting.
4	You like to imagine what the world would be like if fire had consumed it.
5	You tend to rush headfirst into any situation that may end in a fight.
6	You cannot stand to be near water.

FIERY STRIKES

Starting at 3rd level, you can as a bonus action imbue your attacks with the fiery passion of battle. All your attacks deal an additional amount of fire damage equal to your Constitution for 1 minute. You also gain resistance to fire damage during this duration. You can use this feature twice per long rest.

EYES AFLAME

Starting at 7th level, the flame that burns inside you causes your body to emit bright light in a 15 foot radius. You can suppress this light until you reactivate it as a bonus action.

You can also cast the *Control Flame* cantrip at will.

BLAZING SOUL

Starting at 10th level, when you are reduced to 0 hit points you can instead drop to 1 hit point. When you use this feature you generate a storm of fire centered on you that has a radius of 10 feet. All creatures of your choice within this radius must make a Dexterity saving throw vs 8 + your proficiency bonus + your Constitution modifier. On a failed save they take 5d8 fire damage and half as much on a successful save.

You cannot use this feature again until you complete a long rest.

EXALTED EMBERS

Starting at 15th level, your fiery strikes feature lasts for 10 minutes instead of 1 minute and while under the effects of fiery strikes you have immunity to fire damage rather than resistance. Additionally, you can choose to end fiery strikes as a free action.

HEART OF THE INFERNO

Beginning at 18th level, in combat you have become the walking embodiment of the inferno, while Fiery Strikes is active you are considered under the effects of the spell *Investiture of Flames*.

MONK:

WAY OF THE WOLVERINE

Through vigorous training, you have molded your body into that of a feral beast. Returning your mind to a primal state, you embody the wild, and unbridaled power of beasts. Some fear the claws that you bear, others fear your ability to heal from grievous wounds that would kill any other man.

KEEN SMELL

Starting at 3rd level, you have begun to develop the senses of beasts. You have advantage on Wisdom (Perception) checks that rely on smell.

CLAWS OF THE BEAST

Additionally at 3rd level, you gain the ability to cast *Primal Savagery* cantrip at will. You can use Dexterity or Strength for attack and damage rolls for this spell.

NATURAL HEALING

Starting at 6th level, at the beginning of your turn as an action you may spend a Ki point to regain a number of hit points equal to your Constiution modifier times two. This becomes three times your Consitution modifier at 14th level.

ANIMALISTIC REFLEXES

Starting at 11th level, you have advantage on initiative rolls.

Additionally, as a reaction you can spend a Ki point to add half of your proficiency bonus rounded down to an attack made with *Primal Savagery*.

BONES OF ADAMANTINE

Upon reaching 17th level, your bones have developed a layer of the strongest natural metal, Adamantine. Critical hits against you are treated as normal hits, and you only take half damage from fall damage.

Additionally you treat 19-20 on attack rolls made with *Primal Savagery* as crititcal hits.

Paladin:

Oath of the Prism

Those who swear this oath are able to empower their weapon with pure light, not a harsh light nor a burning light, but a healing and soothing light. They are known as lightbringers, prism knights, and servants of power.

Tenets of the Prism

These tenets have been passed down for thousands of years from one prism knight to the next.

Preserve the Light: You must maintain the balance between light and dark, good and evil, wrong and right. For one cannot exist without the other.

Stand as a Beacon: You are the light amongst shadows. You instill hope and joy within the hearts of those whom you defend.

Paladin Level	Spells
3rd	Chromatic Orb, Color Spray
5th	Enhance Ability, Moonbeam
9th	Spirit Guardians, Protection from Energy
13th	Freedom of Movement, Guardian of Faith
17th	Dawn, Legend Lore

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

- **Prismatic Avatar**: As an action you raise your weapon aloft and call forth the power bestowed upon you. An aura of light envelops and empowers you. Your size category increases by 1 and all your weapon attacks deal an additional 1d4 radiant damage for 1 minute

- **Radiant Strike**: As a bonus action you infuse your weapon with light. On your next attack, the target must make Constitution saving throw. On a failed save they take 3d6 radiant damage and are blinded, and half as much on a successful save and are not blinded.

Luminescent Aura

At 7th level, the light granted to you reaches out to your friends. All allies within 10 feet of you gain half of your proficiency bonus rounded down on all attack rolls.

At 18th level, this aura increases to 30 feet.

Light Within

Starting at 15th level, you are always under the effects of the *Resistance* spell.

Prismatic Form

At 20th level, as an action, you transform into a larger than life figure of empowered light. You gain the following benefits for 1 minute:

- You are under the effects of the Channel Divinity: *Prismatic Avatar* without having to expend a use of Channel Divinity for the duration and the radiant damage bonus becomes 3d4 rather than 1d4.
- Your armor class increases by 3 for the duration.
- You radiate an aura of prismatic light out to a radius of 30 feet.

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Paladin:

Oath of the Flame

The Oath of The Flame is a sacred creed taken up by those who swear to carry the light f fire. Paladins of The Flame are also known as Scorchblades, Ember Knights, and Flamebearers. They are the light that guides others through the darkness. They are the raging fire that punishes and burns those who deserve it.

Tenets of the Flame

The tenets of the Oath of the Flame are passed down to newer oathtakers from elder knights.

Conflagration. Though fire destroys, it also makes way for new life. Embody this by helping others to repair and build their homes.

Zest. Fire burns hot and wild. Live life to the fullest. Take any opportunity to experience the thrills and joys that life has to offer. This also extends to others. Bring the fiery brilliance of life to others.

Be the Light. Be a beacon of hope for others as flame is a beacon of hope in the darkness. Fend off darkness and protect those who cannot protect themselves.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Flame Spells

Paladin Level	Spells
3rd	Absorb Elements, Burning Hands
5th	Continual Flame, Dragons Breath
9th	Fireball, Flame Arrows
13th	Fire Shield, Wall of Fire
17th	Flame Strike, Immolation

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Bonfire. You can target a 5-foot space and conjure a bonfire in that space. This bonfire and its effects last for 1 minute. This bonfire creates a 10-foot cube centered on it that behaves the same as *Mordenkainen's Private Sanctum*.

Immolate. When an ally lands a successful attack against a target, you can as a reaction cause that creature to be swarmed with flames. The target must make a Contitution saving throw. On a failed save they take 3d6 fire damage. On a successful save, they only take half as much damage.

Wildfire Smite

At 3rd level, when you use your Divine Smite you can choose for it to deal fire damage instead of radiant damage.

Aura of Flame

Starting at 7th level, the fire that burns withing you begins to radiate outwards. Any time a friendly creature within 10-feet of you takes damage the creature that targeted them take fire damage equal to your Charisma modifier to a minimum of 1. Additionally, you resistance to fire damage.

Heatwave

Starting at 15th level, all attacks you make that deal fire damage ignore resistance but not immunity. Additionally as battle goes on the air around you gets more heated causing the air to shift and change. Nonmagical ranged weapon attacks made against you have disadvantage.

Sunfire Ascent

At 20th level, you can use your action to summon forth the eternal flame that burns within. For 1 minute, you gain the following benefits:

- During the duration you are considered under the effects of the spell *Investiture of Flame*
- Each time you deal fire damage, you regain your Charisma modifier in hit points.

Warlock:

The Advertiser

Your patron was as the stories tell, a mortal until one day the managed to

Spell Levels	Spells
1st	Command, Identify
2nd	Locate Object, Magic Mouth
3rd	Bestow Curse, Remove Curse
4th	Compulsion, Confusion
5th	Dominate Person, Geas

The Start of an ADventure

Starting at 1st level, you can beguile customers into buying your wares. You have advantage on charisma checks made to sell something at a higher price or buy something at a lower price. You are proficient in the persuasion skill.

It's Raining Money!

Beginning at 6th level, as an action on your turn you can cause illusory money to fall from the sky in a 15-foot radius centered on a point you can see within 60 feet. Every creatures that enters this radius or ends their turn in it must make a Dexterity saving throw, taking 3d8 bludgeoning damage on a failed save, and half as much on a successful save. You must take a long rest before being able to do this again.

Geotargeting

Starting at 10th level, you can as an action pick a number of targets equal to your Charisma modifier within 60 feet to teleport anywhere within that range. The target must make a wisdom saving throw vs your spell save DC. A willing creature automatically fails this check. You cannot teleport a target into a creatures space. If you do they are instead teleported adjacent to that creature. You cannot use this feature again until you complete a short or long rest.

Brand Boost

Starting at 14th level, you can as an action target up to a number of creatures up to your Charisma modifier within 120 feet that can see you. They gain advantage on all rolls until the end of your next turn. You can only use this once per long rest.

Warlock:

The Cosmic Gems

The patron that you are beholden to is highly unusual in nature. Rather than a specific entity, you are granted power from a cluster of sentient cosmic crystals that travels throughout the universe. These cosmic gems embody the forces that drive the very fabric of the universe such as space, time, reality, power, etc.

Cosmic Gems Expanded Spell List

Spell Level	Spells
1st	Absorb Elements, Burning Hands
2nd	Scorching Ray, Moonbeam
3rd	Protection from Energy, Lightning Bolt
4th	Fabricate, Dimension Door
5th	Teleportation Circle, Seeming

Universal Channel

Starting at 1st level, the cosmic gems allow you tap into a fraction of a fraction of their immense power. Whenever you expend a spell slot, you deal force damage equal to the spell slots level on your next attack.

Additionally, when you reach 10th level you may add your Charisma modifier to the additional force damage.

Celestial Retribution

Starting at 6th level, whenever a creature succeeds on a saving throw against a spell you cast using a warlock spell slot, you can as a reaction cause that creature to take force damage equal to half of your level and be pushed back 5 feet from you.

Instrument of the Cosmos

Starting at 10th level, as you come closer and closer to becoming a conduit of the cosmic energy of the gems. Your body strengthens and is better able to withstand their power. You gain resistance to force damage and are immune to the ill effects of extreme environmental cold and heat, and the vacuum of space.

Cosmic Overlord

Finally upon reaching 14th level, you have finally become a perfect channel for the great power that the cosmic gems have bestowed upon you. You no longer age and cannot be magically aged.

Additionally, as an action you can summon forth a meteor shower to strike a 25 foot radius centered on a point you can see within 120 feet of you. All creatures within this radius must make a Dexterity saving throw taking 15d6 magical bludgeoning damage and being knocked prone on a failed save, and taking half as much and not being knocked prone on a successful save. This ability also damages objects and such in the area.

Once you use this feature, you can't do so again until you finish a long rest.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Gem

Your patron grants you a mystical jewel. You can use this jewel as a spellcasting focus. Additionally, your spell save DC increases by 1.

If you lose your Gem, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous gem. The gem shatters when you die.

Warlock:

The Symbiote

Unlike other patrons that warlocks serve, your patron is more intimate with your comings and goings. They are in fact attached to you in some manner. They attached to you in order to survive, and in return they grant you strength and power that you would otherwise not call your own.

The purpose of your symbiote for coming to your world is up to you to work out with your DM. They could be here to foretell of a greater invasion, they could be here as a fugitive, or possibly they may be the last of their kind.

The symbiote that merged with you and is unable to be unwillingly removed from your person by any means. Your symbiote acts as your spellcasting focus while bonded to you.

Due to the strange nature of your patron it has needs that it must satisfy in order to survive. These needs can be fulfilled by consuming a substance that the symbiote needs to function. This can be a chemical produced by the host, it can be protein, it can be caffeine, or even sweet substances.

Symbiote Features

Warlock Level	Feature
1st	Symbiosis
6th	Symbiotic Form
10th	Counteractive Tendrils
14th	Great Strength

Expanded Spell List

The Symbiote lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Symbiote Expanded Spell List

Spell Level	Spells
1st	False Life, Hunter's Mark
2nd	Alter Self, Web
3rd	Conjure Barrage, Haste
4th	Evard's Black Tentacles, Greater Invisibility
5th	Modify Memory, Dominate Person

Symbiosis

Starting at 1st level, when bonding to you it grants you the following traits:

- You do not require air to breathe and are therefore immune to effects that affect those that need to breathe.
- While you are not wearing any armor, your armor class equals 12 + your Charisma modifier. You can gain this benefit while wielding a shield.

Symbiotic Form

Additionally at 6th level, you can let the symbiote form over you as a bonus action. While in this form you gain the following benefits:

- Your unarmed attacks deal 1d6 + your Strength modifier.
- You gain a climbing speed equal to your movement speed.
- Your size increases by 1 category.
- You can cast Web at will.
- You have vulnerablity to fire and thunder damage.

This lasts for 1 minute, and you can do this twice per long rest.

Counteractive Tendrils

When you reach 10th level, your symbiote patron can defend you from attacks and react accordingly by forming tendrils that attack foes.

When you take bludgeoning, piercing, or slashing damage from a source within 10 feet of you, you can as a reaction gain resistance to the damage type until the end of your turn and deal piercing damage equal to your Charisma modifier + your proficiency bonus to the attacker.

Great Strength

When you reach 14th level, your symbiote has made you very powerful. Your unarmed attacks while in your *Symbiotic Form* deal 2d12 + your Strength modifier instead of 1d6 + your Strength modifier.

Warlock:

The Weapon of Power

Fabulous secret powers were revealed to me the day I held aloft my magic sword and said, "By the power of Greyskull! I have the power!"

Prince Adam of Eternia

Your patron is source of great power. They can be the very weapon you hold, or perhaps some other being granted you great power by bestowing the weapon upon you. Examples of these patrons can be powerful magic weapons such as Tinderstrike, Castle Grayskull, or any other such being or weapon.

Weapon of Power Expanded Spell List

Spell Level	Spells
1st	Compelled Duel, Heroism
2nd	Branding Smite, Enhance Ability
3rd	Crusader's Mantle, Lightning Bolt
4th	Fabricate, Fire Shield
5th	Banishing Smite, Legend Lore

Blade of Power

When you choose this patron at 1st level, you have a magical weapon bestowed upon you. This weapon can be any simple or martial melee weapon. You are considered proficient with this weapon while you wield it.

Prismatic Avatar

Starting at 1st level, you are able to hold the weapon aloft and say magical words of activation. For 1 minute, you gain the following benefits:

- Your size category increases by 1.
- Your weapon attacks made with your *Blade of Power* deal an additional 1d4 radiant damage.
- Your armor class becomes 10 + your Constitution modifier + your Charisma modifier.

You can use this feature a times equal to your Charisma modifier per long rest.

Mightiest Warrior

At 6th level, your *Blade of Power* empowers you making you stronger. While under the effects of *Prismatic Avatar* your Strength score becomes 18. If your Strength score is equal to or higher than 18, then your Strength score remains the same.

At 12th level, your Strength score becomes 20 instead 0f 18.

Heroes Endurance

At 10th level, your *Blade of Power* grants you enhanced endurance. While under the effects of *Prismatic Avatar* you gain 10 temporary hit points the start of each of your turns. These temporary hit points disappear when *Prismatic Avatar* is over.

Prime of Power

Upon reaching 14th level, you have reached the peak of your power. You can use *Prismatic Avatar* an unlimited number of times. The additional radiant damage from *Prismatic Avatar* becomes 3d4 instead of 1d4.

Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time you meet its prerequisite. A level prerequisite refers to your level in this class.

Symbiote Arsenal

Prerequisite: The Symbiote patron, Pact of the Blade feature

When you create a melee weapon as part of your Pact of the Blade, you can form it from the symbiote. When you do so in this manner, you cannot be disarmed and the weapon is considered a +1 weapon.

Alien Knowledge

Prerequisite: Symbiote patron, Pact of the Tome feature

Your tome manifests from your symbiote and is filled with otherworldy knowledge that your symbiote possesses.

When making a check related to uncovering knowledge related to any creature with the abberate creature type, you can gain advantage on the check. Once you've done so, you can't do so again until you finish a short or long rest.

Symbiotic Servant

Prerequisite: Symbiote patron, Pact of the Chain feature

You can cast *Tiny Servant* once without expending a spell slot. When you do so rather than a specific inanimate target, a tiny glob of symbiote detaches from you and acts as the tiny servant specified in the spell.You regain the ability to do so when you finish a long rest.

Grasping Tendril

Prerequisite: 5th level, Symbiote patron

You can cast *Grasping Vine* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Symbiote Shell

Prerequisite: 5th level, Symbiote patron

You can cast *Stoneskin* on yourself once without expending a spell slot. When doing so, rather than your flesh becoming hard as stone your symbiote envelops you. You regain the ability to do so when you finish a long rest.

Symbiotic Stimulation

Prerequisite: 14th level, Symbiote patron

You can cast *Regenerate* on yourself once using a warlock spell slot. You regain the ability to do so when you finish a long rest.

Catalog

Prerequisite: Pact of the Tome feature, Advertiser patron

Your book of shadows takes the form of a catalog of numerous items magical or not.

As an action you can expend a spell slot present your catalog to the sky and call forth a delivery from your patron. This can be any common or uncommon item determined by the DM. In order to do this you must sacrifice an amount of gold equal to the value of the item you summon. You cannot use this feature again until you complete a long rest.

All the Time in the World

Prerequisite: 17th level, Cosmic Gems patron, Pact of the Gem

You can cast *Time Stop* once without expending a spell slot. You can’t do so again until you finish a long rest.

False Reality

Prerequisite: 12th level, Cosmic Gems patron, Pact of the Gem feature

You can cast *Programmed Illusion* once without expending a warlock spell slot. You can't do so again until you finish a long rest.

Cosmic Travel

Prerequisite: 9th level, Cosmic Gems patron, Pact of the Gem feature

As an action, you may transport yourself and any other creatures of your choice within 30 feet of you to a point of your choosing within 1 mile of where you are currently at. The chosen location must be one you have already visited. You can't do so again until you finish a long rest.

Mind Shield

Prerequisite: Cosmic Gems patron, Pact of the Gem feature

Your mind cannot be read without your permission and your memories cannot be altered against your will.

Universal Destruction

Prerequisite: eldritch blast, Cosmic Gems patron, Pact of the Gem feature

When casting *Eldritch Blast* you can expend a spell slot to increase the damage dealt by 1d6 force damage per ray.

Calling the Soul

Prerequisite: 17th level, Cosmic Gems Patron, Pact of the Gem feature

You can cast *Raise Dead* once using a warlock spell slot. You can't do so again until you finish a long rest.

Jewel of Starlight

Prerequisite: Cosmic Gems patron, Pact of the Chain feature

If you have the *Arcane Jewel* as your familiar, it gains additional hit points equal to your warlock level, and it adds your Charisma modifier to its damage rolls.

Mighty Blow

Prerequisite: 9th level, Weapon of Power patron, Pact of the Blade feature

Your pact weapon manifests as your *Weapon of Power*, and you can cast *Thunderous Smite* as a 1st level spell at will while wielding your *Weapon of Power*.

PACT OF THE CHAIN

Warlocks who have been granted the Pact of the Chain can select from the following list of familiars in addition to those outlined in the feature’s list.

Arcane Jewel

Tiny construct, neutral

Armor Class 14 (natural armor)
Hit Points 16 (3d4 + 9)
Speed fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Con +5
Skills Arcana +4,
Damage Resistances force
Senses blindsight 60ft., passive Perception 13
Languages understands Common, but doesn't speak
Challenge 1/4 (50 XP)

Magic Resistance. The arcane jewel has advantage on saving throws against spells and other magical effects.

Cosmic Construct. The arcane jewel doesn't need to eat, drink, or breath.

Actions

Astral Beam. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d4 + 2) force damage, and the target must succeed on a DC 12 Strength saving throw or be pushed back 10 feet.

KOVAUD HOMEBREW

This is volume one of a short series where I got back and revamp all my old subclass brews.

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